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City of Glass

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Clare, Cassandra. *The Mortal Instruments: City of Glass*. New York: Margaret K. McElderry Books, 2009. Kindle File.

“Things are changing. The Laws are changing. The old ways may never be the right ways again. Just as the rebellion of the angels ended the world as it was – it split heaven in half and created hell – this could mean the end of the Nephilim as they currently exist.” – location 941 of 8052

Valentine’s power has increased and his influence has spread; the Clave has called all available Shadowhunters home to Idris, the City of Glass, in anticipation of war. Clary wants to travel to Idris with Jace, not to take part in almost certain battle, but to find the warlock who may finally be able to save her mother. But Jace does not want Clary anywhere near the Clave – and he will try his best to stop her from reaching Idris.

Idris itself is in turmoil; the Shadowhunters are at a crossroads. Valentine has given the Clave a choice: either surrender to his rule or be destroyed by a demon army. If the Shadowhunters agree to unite with Downworlders, the chances of victory may be skewed back in their favor. But to do so, each race must overcome centuries of resentment and band together to defeat their common enemy.

City of Glass is the third book in Cassandra Clare’s *The Mortal Instruments* series, and it neatly ties together the two preceding works. As in *City of Bones* and *City of Ashes*, Clare guides the reader through *City of Glass* at a rapid pace, creating and resolving a variety of complications all while mixing modern humor into the traditional paradigm of young adult fantasy. In *City of Glass*, Clary and Jace face their greatest challenge yet, and despite Jace’s resistance, Clary may be the key to survival while Jace himself may be her catalyst.